

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*****, **⚡**: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*****, **⚡**: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*****, **⚡**: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*****, **⚡**: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*****, **⚡**: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*****, **⚡**: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*****, **⚡**: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*****, **⚡**: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*****, **⚡**: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155

Squall Drifter

1*



Snow Creature — Elemental

Flying

*, ⚡: Tap target creature.

"The scouts claim the cold has malice, and a mind. I begin to believe them. Impassable drifts seem to appear before us at every turn."
—Aevor Borg, northern guide, journal entry

Joel Thomas

1/1

TM & © 1993–2006 Wizards of the Coast, Inc. 17/155